There is a need for a game and method wherein, at least for a plurality of hands of play, the cards which have been played deplete the deck for the succeeding hand. There is also a need for a game and method wherein the processor tracks the cards which have been played and therefor can determine and display, if desired, the inventory of cards remaining in the deck for play of the next hand. Still further there is a need for a game where the player can order "reshuffling" if he/she desires. Further there is a need for a game of the type described above where re-shuffling of the deck data, if not ordered by the player, is required based upon one or more pre-selected triggers.

Summary of the Invention

There is, therefore, set forth according to the present invention, a method and electronic device for playing a card game such as a Video Poker game where the deck(s) are randomized (shuffled) into a random, serial order 1-N, where cards for play are selected and displayed in serial order for the deck, where the constituency of the deck. i.e. the remaining cards available for play, are displayed and where the deck is reconstituted and reconfigured into a new, random, serially arranged deck of N cards based upon the count of displayed cards, a command prompt by the player or a pre-determined trigger and where the displayed pay table may be reconfigured to reflect the fact that, based upon depletion of the deck, certain winning outcomes cannot obtained.

Toward this end there is set forth a method and device for playing a card game such as a Video Poker game which includes providing a data processor including a first data structure storing data representing at least one deck of N playing cards according to the rules of the game. For example, for regular Poker, the first data structure would store data representing each card of a fifty-

4

two card deck. In the first data structure the card data is configured a random, serial order representing a deck of shuffled cards. The player makes a wager and plays a series of hands. For each hand of play, data is selected from the first data structure and displaying at an electronic display data representing an initial holding of at least three playing cards, e.g. a five card Poker hand, the data selected in order from the serially arranged deck data. The player opts to discard one or more of said displayed playing cards of the initial holding, the processor for any discarded card selecting and displaying a replacement card selected in order for the serially arranged deck data to define a final outcome, five card, combination. The final card combination is compared to data stored in a second data structure storing data representing winning outcomes. If the player has obtained a winning outcome an award corresponding to a winning outcome is issued to the player.

The processor maintains data representing the constituency of the deck data remaining in the first data structure, e.g. how many Aces - Deuces are left, and displays the constituency of the deck data depleted of said displayed cards. Thus are cards are selected from the serially arranged deck and before the next hand of play, there is displayed for the player the remaining constituency of the deck which the player may use to guide their decisions as to which cards to discard.

The feature of displaying the remaining constituency of the deck through the play of a series of hands can also be incorporated into video versions of Blackjack, Baccarat and other games.

At a predetermined count of selected cards, the deck data is reconstituted and reconfigured such that the cards are randomly positioned in

a serially ordered deck representing a re-shuffled deck. As new hands are played cards are selected in series form the deck data so as to correspond to dealing of cards from the top of the deck. Reconstitution and reconfiguration may also be triggered, as by the play of the Joker in Joker's Wild Poker or upon

5   prompting by the player.

Brief Description of the Drawings

These and other features and advantages will become appreciated as the same becomes better understood with reference to the description, claims and drawings wherein:

10   FIG. 1 shows a processor controlled display after the play of one hand of Video Poker;

FIG. 2 shows the processor controlled display after the play of another hand of play of Video Poker;

FIG. 3 illustrates a flowchart for the game of Video Poker; and

15   FIG. 4 illustrates a flowchart for the game of Blackjack or Baccarat.

Description

Turning to the drawings, FIGS. 1 and 2 show an electronic display 10 for

20   the game and method according to the present invention. The display 10 may be presented by a video display or plasma display for a gaming machine or on a computer monitor or handheld game display.

With reference to FIG. 1, a device 10 and method for the Video Poker embodiment of the present invention is shown. The device 10 includes an

25   electronic video display 12 presenting an example of the layout for the play of